Interrupted Trick Notation

From UPSB

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The aim of this article is to classify the use of one of more partial tricks with a unified notation as "interrupted" tricks. Here are some examples of ways that this is be accomplished:

1. A full trick(s) interrupts a trick before it is finished. Therefore, you have half of a trick, then a full one. In this example, a Sonic Clip 23-12 is interrupted by a Pass 13-34. Another example is where you interrupt a Sonic Clip 34 with a Twisted Sonic.
2. You interrupt a trick part way through, and finish it with only part of another trick. Therefore, you do no full tricks. In this example, I do half the first part of a Shadow Still 12, and interrupt it with the second half of a Korean Bak.
3. You interrupt a trick with another trick, then resume your first trick after completion of the interrupting trick. In my final example, I do the first half of a Sonic Clip 23-12, interrupt it with a Korean Bak 13 Harmonic, then complete the Sonic Clip 23-12.
4. You do a complete trick and then add a partial trick to the end. There are no known ways to accomplish this, but in allowing for it, this notation can be used if such a trick is discovered at a later time. Note that trick such as Devil's Sonics do not fall under this category as they do not have the last part of the charge motion, before the shadow spin. They would fall under category 2.

Contents

Notation Systems

There are two ways you would notate interrupted tricks: a formal way for very specific descriptions, for tack-on games, ect, and a less formal way, thats less specific and would be used for other breakdowns.

Formal Notation System

~ = This is used in place of '>' when notating a trick(s) that gets interrupted.

[p x] = The [p] stands for "push" and is placed after the trick name. This signifies the push portion of the trick. The x can be replaced by the finger(s) used to push the pen if different than its normal pushing finger(s).

[s x] = The [s] stands for spins. The "x" is replaced by the number of spins done in this section of the trick.

[c x] = This stands for "catch". It is done after the trick(s) that interrupts the first trick. This signifies that that is where the catch takes place. The x can be replaced by the fingers it finishes in (T1 or 34 or whatever), if the trick is not finishing in its normal end position.

Nesting

{trick(s)} - This shows a trick or a sequence of tricks executed in the middle of another trick. Example:

Trick[p][s x] ~ {trick(s)} - [s x][c] - This denotes that the first trick is done, interupted in the middle of the spin part of the trick, and second trick, the one in curly braces is done completely (as denoted by the -, an ~ would represent another interruption), and then the first trick is completed.

Note that you can encapsulate an interruption of that form within another interruption. This phenomenon is called nesting. Here's an example below:

A ~ {B ~ {C - D}}}

means A starts, B starts, C - D, B ends, A ends.

If you want to say, A starts, B Starts, C - D, A ends, B ends, you would write:

A ~ B ~ C - D ~ A ~ B, because the {} cannot account for this type of form. It would have to also be written in long form if you want to make it clear that the second A is completing the first A, and the second B is completing the first B.

Examples

Sonic Clip 23-12[p][s 1.0] ~ Reverse Pass 13-34 [s .5][c] - This is a Sonic Clip 23-12 that is interrupted by a complete Reverse Pass 13-34. [video](#)

Shadow Still 12 [p] [s 1.0] ~ Korean Bak 12-12 [s .5][c] - This is the first part of a Shadow Still 12 caught after 1 spin, interrupted by the last part of a Korean Bak. [video](#)

Sonic Clip 23-12 [p][s 1.0] ~ {Korean Bak Harmonic} ~ [s 1.0][c] - This is a Sonic Clip 23-12 that is interrupted by a Korean Bak Harmonic 13, and then the Sonic Clip is completed. [video](#)

Sonic Clip 34-23[p][s 1.0] ~ Twisted Sonic 24-12 - This is a Sonic Clip 34-23, interrupted by a Twisted Sonic 24-12. [video](#)

Informal Notation System

Vid 1: Sonic Clip 23-12 ~> Reverse Pass 13-34

Vid 2: Shadow Still 12 1.0 ~ Korean Bak 12-12 .5

Vid 3: Sonic Clip 23-12 > {Korean Bak Harmonic} OR Sonic Clip 23-12 ~> Korean Bak Harmonic >~ Sonic Clip 23-12

Vid 4: Sonic Clip 34-23 ~> Twisted Sonic 24-12

NOTE: You would use "~>" in place of "~" in the shorthand version when the trick is interrupted by a complete trick.

Informal Notation Symbols

~ = The first trick is not done to completion. The second is picked up part way through. This coresponds to the second linkage example at the beginning of the article.

~> = The first trick is not completed, but linked to a complete second trick. This coresponds to the first linkage example at the beginninf of the article.

>~ = The first trick is completed, and then a partial second trick is linked to it. This is a hypothetical notation, with no practical application currently. This coresponds to the fourth linkage example at the beginning of the article.

Rule of thumb: When deciding if a trick is executed with its push or catch, look at the symbol immediately before and after it. If it's ~, then there is no push or catch, if it's something else or there's no symbol, the push or catch exists.

Examples

Sonic ~> Twisted Sonic ~ Shadow > Backaround >~ Thumbaround ~ Reverse Backaround.

Sonic: no symbol in front -- contains push, ~ symbol after -- no catch

Twisted sonic: > symbol in front -- contains push, ~ symbol after -- no catch

Shadow: ~ symbol in front -- no push, > symbol after -- contains catch

Backaround: > symbol in front -- contains push, > symbol -- contains catch (this trick is complete)

Thumbaround: ~ symbol in front -- no push, ~ symbol after -- no catch

Reverse Backaround: ~ symbol in front -- no push, no symbol after -- contains catch.

Nesting

Nesting is denoted with '**{}**', so the {} symbols are not considered when looking for completeness of the trick. The symbols after the {} denotes if the trick is resumed to completion or not. If there's two symbols, such as ~> or >~, the first symbol is to denote the completion of the trick inside the loop, while the second symbol is for the actual trick that's interrupted by nesting.

Example: Sonic > {Twisted Sonic ~ {Shadow > {Backaround >~ Thumbaround} >~} >} > Reverse Backaround. This is equivalent to: Sonic ~> Twisted Sonic ~ Shadow ~> Backaround >~ Thumbaround >~ Shadow ~ Twisted Sonic >~ Sonic > Reverse Backaround.

Sonic: no symbol in front -- contains push. Since it is followed by {} tricks, it means the sonic is interrupted and resumed later. If we look at the next symbol outside the outer brackets, it's >. This means the Sonic is interrupted somewhere by some trick, then resumed to completion (with catch).

Twisted Sonic: > symbol in front -- contains push, this trick is also followed by a nested sequence. If we look at the symbol after the {} of this level, it is >. This means the twisted sonic is interrupted somewhere, and resumed to completion (with catch).

Shadow: ~ symbol in front -- no push, this trick is also followed by a nested sequence. If we look at the symbol after the {} of this level, it is >~. In this case, we take the ~ for our shadow (special case with two symbols). This means the shadow is interrupted somewhere, and resumed not to completion (does not have a catch).

Backaround: > symbol in front -- contains push, > symbol after -- contains catch.

Thumbaround: ~ symbol in front -- no push, > symbol after -- contains catch.

Reverse Backaround: > symbol in front -- contains push, no symbol after -- contains catch.

Note that nesting may also be used in informal notation as well as formal notation.

Conclusion

So how else is this applicable? What other ways can this theory be put to use? For one, counter tricks would fall into this category. Example: A counter TA would actually be a TA ~ TA reverse. (Although the term counter would be kept as it is a commonly accepted term.) Also, the nomenclature of interrupted tricks is easily applicable to almost every other type of tricks. This could be used in order to clarify EXACTLY what a trick does.

No matter how "smooth" a combo is, its still just lots of individual tricks. Its always, trick > catch, trick > catch, ect. So Interrrupted can be used to break down the walls of catching between tricks. Hybrids such as Devils Sonic are one example of doing this, but interrupted tricks take this to the next level. A perfect example of this type of interrupted trick is the Extended TA. Its basically a TA > Shadow without a catch to disrupt the smoothness. The same, but in the other direction, is also applicable. Here's the example:

Shadow Still [p][s 1.0] ~ TA [s 1.0][c] [video](#)

That is another way that this type of trick can turn into its own "style" . Eventually, maybe someone could even do an entire combo with only one catch. [Here's](#) an example of what that might look like.

Many people have had problems like this in recent months. Lots of questions that didn't used to have answers have been asked in the "What am I doing?" thread. For more examples of how this system would be used, look at [this video](#). The new (informal) naming system would be:

Vid 1: Sonic Clip 23-12 ~> IndexAround Reverse 13-12 Vid 2:Reverse Sonic 12-23 ~> IndexAround 13-23 Vid 10: Twisted Sonic Bust 23-12 ~ PinkyAround. [MISTAKE?](#)

(The rest of the videos don't include interrupted tricks)

Please start using this notation system in the future, the [Naming Committee](#) and the [Research Department](#) have okayed it, and it is the official naming system from now on.

Notes from strat1227

Couple of other notes: First off, a HUGE thanks goes out to [Zombo](), Skatox, Mats, Eburt, and the whole rest of the Research Department for making this small idea I had a reality.

Another note is that if anyone has any trouble understand ing the "nesting" ideas put out in this article, feel free to just use the long version of notation.

And last, if anyone could translate all of this, and post it in other boards (FPSB, SweSpin, ect), please feel free to do it.

Feedback and comments are appreciated, although this system is pretty much final, and probably wont be changed, we have been working on it a LONG time.

Related articles

- [Expanded Trick Notation]()

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